

AMENDMENT AND PRESENTATION OF CLAIMS

Please replace all prior claims in the present application with the following claims, in which claims 2, 13, 14, and 18 are canceled without prejudice or disclaimer, claims 1, 3, 4, 11, 12, 15, 17, 19, and 23-28 are currently amended, and claims 29-32 are newly presented. Claim 6 was previously canceled.

1. (Currently Amended) An electronic gaming device, comprising:

a communication unit providing bi-directional communication with at least one other gaming device;

a memory to store contact information of at least one user of the at least one other gaming device, the contact information ~~including~~ comprising an identifier of the one user and data about the multiplayer capable games supported by the at least one other device;

a user interface containing a display; and

a controlling unit connected to the memory and the communication unit, wherein the controlling unit is configured:

to ~~send~~ generate a gaming request to the at least one other gaming device based on the stored contact information, the request containing an invitation to play a game supported by both devices; and

~~to receive a response to the gaming request from the other device; and~~

~~to start the game in a multiplayer mode in the device responsive to the positive response~~

to display the contact information on the display.

2. (Canceled).

3. (Currently Amended) The electronic gaming device of claim 2 1, wherein the controlling unit is configured to detect a selection of a game in the displayed contact information and to send the gaming request on the basis of the selection.

4. (Currently Amended) The electronic gaming device of claim 2 1, wherein the controlling unit is configured

to detect the reception of a gaming request;

to display the gaming request on the display; and

and to send a response to the sender of the request.

5. (Original) The electronic gaming device of claim 4, wherein the controlling unit is configured to start the game in the gaming device when sending a positive response to the sender of the request.

6. (Original) The electronic gaming device of claim 1, wherein the controlling unit is configured to set a timer when sending a gaming request with a predetermined timeout limit and if a response to the request is not received within the timeout limit, the controlling unit is configured to display a message regarding the timeout on the display.

7. (Original) The electronic gaming device of claim 1, wherein the device is configured to store information of sent and received gaming requests in an event log.

8.(Original) The electronic gaming device of claim 1, wherein the gaming request comprises information about a predetermined timeout limit during which a response is requested.

9.(Original) The electronic gaming device of claim 8, wherein the gaming device is configured to set a timer when a reception of a gaming request with a predetermined timeout limit has been detected and, if a response to the request is not sent within the timeout limit, the controlling unit is configured to send a negative response to the gaming request.

10.(Original) The electronic gaming device of claim 4, wherein the controlling unit is configured to block the reception of gaming requests.

11.(Currently Amended) The electronic gaming device of claim 1, wherein the communication unit ~~comprises a terminal of~~ is configured to communicate over a cellular radio system and the device is a mobile device.

12.(Currently Amended) The electronic gaming device of claim 1, wherein the communication unit comprises an infrared transceiver, a short-range transceiver, or a transceiver configured to use wired connections.

13. (Canceled).

14. (Canceled).

15. (Currently Amended) An electronic gaming device, comprising:

a first memory to store information about games currently supported by the device; a communication unit providing bi-directional communication with other gaming devices;

a second memory to store contact information about at least one user of at least one other gaming device, the contact information comprising an identifier of the one user and information about the games supported by the at least one other device,

a controlling unit connected to the first and the second memory;

a user interface connected to the controlling unit, the interface comprising a display, wherein the controlling unit is configured

to display the stored contact information on the display; and

to ~~send~~ generate a gaming request to the at least one other gaming device based on the stored contact information, the request comprising an invitation to play a game supported by both devices;

~~to receive a response to the gaming request from the other device; and~~

~~to start the game in a multiplayer mode in the device responsive to the positive response.~~

16.(Canceled)

17.(Currently Amended) The electronic gaming device of claim 1, wherein the device comprises keys, the device being configured to associate with at least one key a quick gaming number comprising an address of at least one user of another gaming device; to interpret the key

press of the key associated with the quick gaming number as dialing of the quick gaming number when the key is pressed according to a predetermined rule; and to send a gaming request to the at least one other gaming device, the request comprising an invitation to play a game supported by both devices.

18.(Canceled).

19.(Currently Amended) A method of initiating a multiplayer game, comprising:

displaying on the display of an electronic gaming device contact information of at least one user of at least one other gaming device that is stored in the electronic gaming device, the contact information comprising an identifier of the one user and information about the multiplayer capable games supported by the at least one other device; and

sending generating a gaming request to the at least one other gaming device using the displayed contact information, the request comprising an invitation to play a game supported by both devices;

~~receiving a response to the gaming request from the other device; and~~

~~starting the game in a multiplayer mode in the gaming device responsive to receiving a positive response.~~

20. (Original) The method of claim 19, further comprising:

detecting a selection of a game in the displayed contact information and sending the gaming request on the basis of the selection.

21. (Original) The method of claim 19, wherein the gaming request is sent to a multitude of other gaming devices supporting the game.

22. (Original) The method of claim 19, further comprising:

 sending the gaming request using a messaging application.

23. (Currently Amended) A method of initiating a multiplayer game, comprising:

 displaying on the display of a first electronic gaming device contact information of at least one user of at least one other gaming device that is stored in the first electronic gaming device, the contact information comprising an identifier of the one user and information about the games supported by the at least one other gaming device; and

~~sending~~ generating a gaming request to the at least one other gaming device using the displayed contact information, the request comprising an invitation to play a game supported by both devices;

~~receiving the request in the other gaming device;~~

~~sending a response to the gaming request by the other gaming device; and~~

~~starting the game in a multiplayer mode in the other gaming device if the response was positive;~~

~~receiving the response to the gaming request in the first gaming device; and starting the game in a multiplayer mode in the first gaming device responsive to receiving a positive response.~~

24. (Currently Amended) The method of claim ~~23~~ 32, further comprising: ignoring the

reception of a gaming request in the gaming device if the reception of gaming requests is blocked.

25. (Currently Amended) The method of claim ~~23~~ 32, further comprising: storing information of sent and received gaming requests in an event log.

26. (Currently Amended) The method of claim ~~23~~ 32, wherein the gaming request comprises information about a predetermined timeout limit during which a response is requested.

27. (Currently Amended) The method of claim ~~23~~ 32, wherein, if a response to the gaming request is not received in the first device during the timeout limit, the game initiation is cancelled.

28. (Currently Amended) The method of claim ~~23~~ 32, wherein the other device sets a timer when a reception of a gaming request with a predetermined timeout limit is detected and, if a response to the request is not sent within the timeout limit, the other device sends a negative response to the gaming request.

29. (New) The electronic gaming device of claim 1, wherein the controlling unit is further configured:

to receive a response to the gaming request from the other device; and

to start the game in a multiplayer mode in the device responsive to the positive response.

30. (New) The electronic gaming device of claim 15, wherein the controlling unit is further configured:

to receive a response to the gaming request from the other device; and

to start the game in a multiplayer mode in the device responsive to the positive response.

31. (New) The method of claim 19, further comprising:

receiving a response to the gaming request from the other device; and

starting the game in a multiplayer mode in the gaming device responsive to receiving a positive response.

32. (New) The method of claim 23, further comprising:

receiving the request in the other gaming device;

sending a response to the gaming request by the other gaming device;

starting the game in a multiplayer mode in the other gaming device if the response was positive; and

receiving the response to the gaming request in the first gaming device; and starting the game in a multiplayer mode in the first gaming device responsive to receiving a positive response.